IronWatch

Issue 22

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ABYSSAL TIDINGS

A Message from the Editor

Welcome back to another thrilling issue of the IRONWATCH fan magazine!

As you might have noticed, we have a lot of Warpath, Deadzone, and Dreadball stories and content this time around, but only a lone Kings of War story! We are always accepting new content, but we need you, the fans, to send us it! We're not picky, and we won't reject or nitpick, so please feel free to send in whatever you have, be it stories, battle reports, special rules, campaigns, photographs of the minis of you and your friends, or even artwork!

We'd also love to start hosting an "ads" section of the magazine. If you'd like to run a banner for your local game club or gaming website, it will cost as much as the magazine itself (Free!), so just send us the blurb or banner you'd like us to run! Both articles and ads can be sent to ironwatchmagazine@gmail.com

As always, whether you're a new reader or an old veteran, thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Smith

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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The Iron Forge

Goblin Rabble, by Claudia Zuminich

Welcome back to the Iron Forge!

This week we have some astounding work to show you:

- A full set of brilliant Dreadball Marauders from Darren Lysenko
- Some outstanding Dreadball teams from Vincent Pascaud

Be sure to keep an eye out for more fantastic paintjobs in next issue's Iron Forge as well!

Undead Revenant Cavalry, by Matt Gilbert

Darren Lysenko

Darren Lysenko

Darren Lysenko

VINCENT PASCAUD

VINCENT PASCAUD

Mantic Calendar

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums, or email us at ironwatchmagazine@gmail.com

Basilean Panther Lancer, by Boris Samec

June

1st—Partizan – Newark.
Kelham Hall & Country Park, Kelham, Newark and Sherwood District, United Kingdom

Clash of Kings Regional—Middlesbrough.
Asgard Wargames, 71 Gilkes Street, Middlesborough, TS1 5EH

6th—MassaCon.
The North West Gaming Centre, Stockport

7th—Dreadball Tournament
Wargames Workshop, Milton Keynes, United Kingdom

11th—Origins 2014 (Columbus OH) .
Runs from the 11th to the 15th
Columbus, OH, United States

14th—Clash of Kings Regional – Nottingham
St. Michaels & All Angels Church, St. Michaels Street, Sutton-in-Ashfield, NG174GP

DreadBall Tournament
Dark Sphere, York Road, London, United Kingdom

King of Brisbane tourney—Kings of War tournament
Irresistible Force, Tanah Merah, Brisbane, Australia

Mantic Calendar

Enforcer Sniper, by Christian Schlumpberger

15th—Valhalla – Farnborough.
Community Centre, Farnborough (Elles Hall)

21st—Conclave Ireland.
Runs from the 21st to the 22nd.
Thomond Park Stadium, Cratloe Road, Limerick, Ireland

28th—Wartorn – Scarborough
Runs from the 28th to the 29th.
South Bay, Scarborough, North Yorkshire

Clash of Kings Regional – Brighton
King & Queen, Marlborough Place, Brighton, United Kingdom

July

13th—Stoke Challenge
Stoke-on-Trent, UK

19th—The Capital Carnage Cup
Dark Sphere, 57 York Road, SE1 7NJ London, United Kingdom

Mantic Calendar

26th—Clash of Kings Regional – Doncaster.
The Grid, Doncaster, UK

27th—Clash of Kings Regional – Evesham
Total Wargamer, Evesham, UK

August

2nd—Claymore
Granton Campus of Edinburgh College, 350 West Granton Road, Edinburgh EH5 1QE

Undead Wraith, by "left64"

Undead Standard Bearer, by Daniel King

14th—Gencon 2014
Runs from the 14th to the 17th
Indianapolis, IN, USA

29th—Games & Gearscon
Runs from the 29th to the 31st
Crowne Plaza London—Gatwick Airport, Langley Drive, Crawley, United Kingdom

Q&A WITH CHRIS PALMER

Undead Skeletons, by Guiseppe Aquino

Organized by Matt Gilbert

The Mantic Q&A feature contains questions from the community via the forum, answered by Chris Palmer, Web and Events Coordinator at Mantic Games. If anyone wants to ask a question they can do so here: http://forum.manticblog.com/showthread.php?6876-Mantic-Q-and-A-for-Ironwatch

Could we get some (pdf or physical) Deadzone faction decks for Veer-myn and Corporation, to use with the existing Warpath minis? Or is something like this planned for a DZ mini-kickstarter?

There are plans for Corporation and Veer-myn card decks, as we alluded to during the Kickstarter, we think that they are the perfect races – alongside the Z'zor – for an expansion to the Deadzone game. And who knows what else? Personally I think Nameless and Crystallans would be great, but whether they'll ever show up remains to be seen!

Q&A WITH CHRIS PALMER

Understanding that Mantic is crazy busy with packing Kickstarter shipments and planning for something KoW/DKH related, are there any hints that could be dropped regarding Warpath and the work behind the scenes on that game? Are there plans for Veer-myn, Corporation or Enforcers vehicles in Warpath?

With Warpath we're taking a look at the fundamentals on what we want the game to do. Does that mean Movement Trays or no trays? Models as single models, or units of models being treated as one? Whatever we do we want it to be a simple game that has depth, and it most certainly will include vehicles…

What are the future planned releases for Kings of War? Will they be focuses on fleshing out current armies or are their new armies on the horizon? Any more books like Hellfire & Stone planned?

We can't tell you what they are – that's cheating! But we'd like to do both: flesh out the current ranges with new stuff and add new armies, as well as do the new army lists we've put out. We're quite excited by the Forces of Nature and the Forces of the Abyss. Of course, Ronnie dropped all sorts of rumors at the Mantic Open Day that relate to Kings of War releases some time in the distant future.

Enforcers, by "TSNC"

Q&A WITH CHRIS PALMER

Elven Spearmen, by Michael DeFranco

Has Mantic considered issuing revised .pdf files for cards that need revising so we can print out our own and re-sleeve them? Cards like the Rebs commander, new Kraaw points cost, Reb missions etc.

We are revising the cards, and there's no real reason why we can't stick them up online, no.

Apparently Jake made a comment at the Open Day that some are interpreting to mean that the Rebs were designed to be the weakest faction. Was making the Rebs the weakest or 'challenge' team a design goal for Deadzone, and are there any plans to re-balance the faction in light of player reports that they struggle to win games?

Well, the game has only been out 3 months, so there's not enough information out there to suggest they need rebalancing, not that I'm aware of anyway! So far what we've heard is that, like when DreadBall came out, both "XX is too powerful, I can never beat them!" and "XX is too weak, they can never win!" Just ask Chris Nichols – he constantly gets beaten by Rebs I've heard Zee Scavengers are a bit good though.

Not having heard Jake's comment, I can't clarify – I'd suggest popping on over to Quirkworthy and asking the great man himself.▪

Orc Hut, by Andy Beckett

A Tale of Dwarves and Orcs

By Neil Jones

Gunthersson

"I say, you there, little chap - come here"

Gunther Gunthersson sighed inwardly and turned to face the haughty voice coming from the fine goods section of Ol' Gunther's Emporium.

"Yes, sirs, how may I be of assistance?" he asked wearily of the two foppish young men.

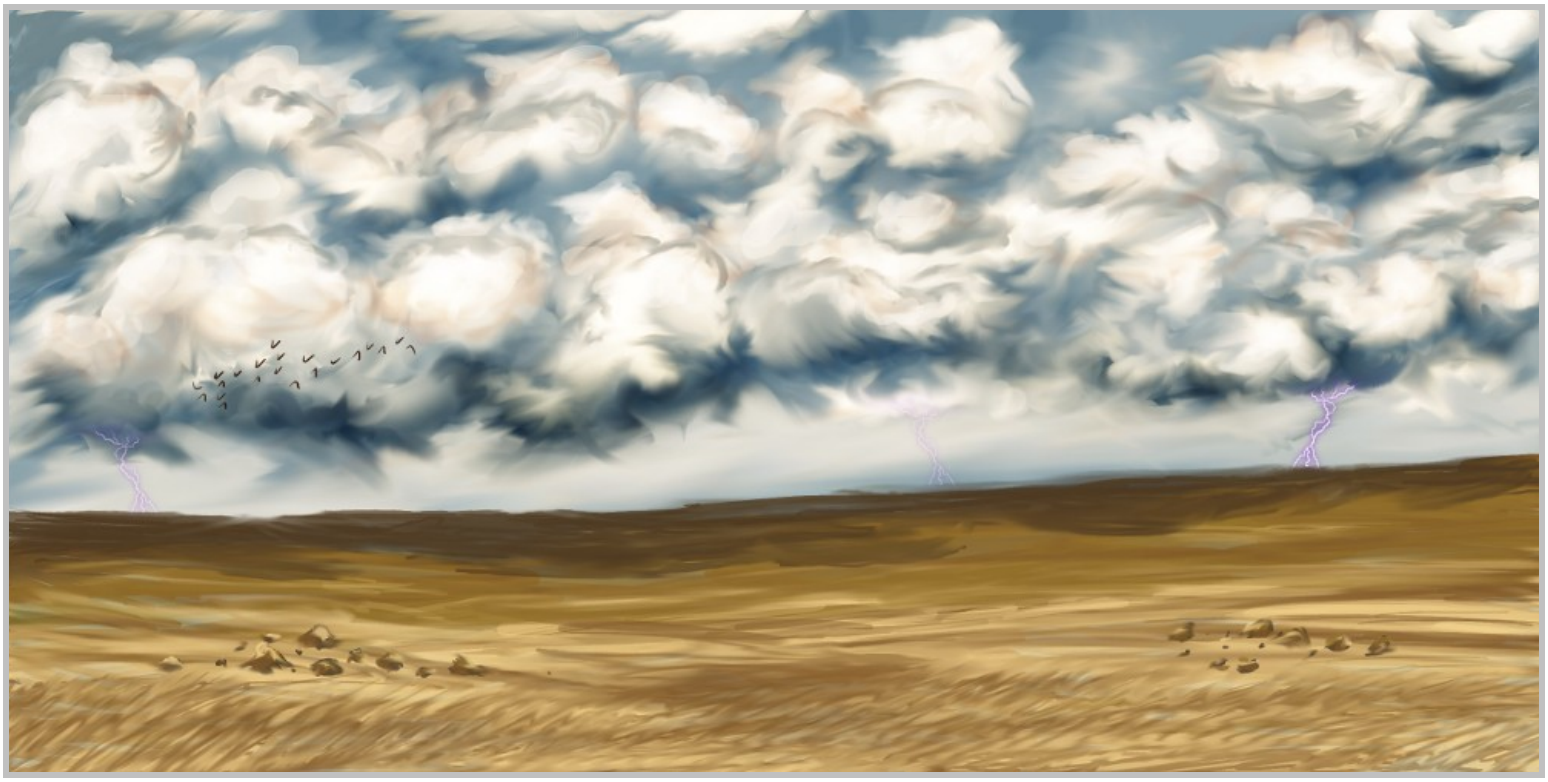
"Well, I suppose you may be a little bit of a help - aha a little bit, what? Did you hear that Roderick? I said 'little bit', and look at him!" called one of the humans.
"Oh, hawhaw, I say, you rapier wit," replied the second.

Gunther could feel a bristlely heat under his beard. His dear old dad's voice was as clear in his head as if he had still been alive and stood at Gunther's shoulder: 'Always remember son, humans insult without meaning; Be as tolerant as you would for a youngster'.

"Shorty, how much for this bit of bric a brac?" asked the young noble Roderick

"Ahaw" added the other, clearly amused by the continuation of the height related humour.

"That, young sir," said Gunther, his tone a pitch higher as he forced his anger at the new insult into his stomach "is not bric a brac, but a brooch made of silver and mithril, mined in the depth of the Grundil range, and fashioned by the finest Smith House West of the mountains. It's value is at least thirty dragons"



The Ardovikian Plain, by Boris Samec

"What? Whatwhat? Thirty! I know you garden gnomes are greedy, but that is an outrage. Trying to short change us, eh?" cried Roderick, in amused outrage.

"Short change! Ahaha." added his companion.

'In the mode of competitive commerce, we must never resort to prideful violence' came his father's voice in Gunther's head, as he forced his clenched hands open. "I'm afraid the cost is 30 Dragons, sirs. I do have some cheaper brooches, if you care?" he asked flatly.

"More affordable? Do I look like I would struggle to raise the funds, you revolting grubber? Impudence, I call it, what?"

"Perhaps, Roderick, he has a SHORT temper ahahahaw!"

Grubber. The word burned in Gunther's head. Rage fired in his heart and his nostrils flared. "Perhaps, I can show you some of our most special wares, sirs?" he as he led them toward the 'Arms and Armour' section. He couldn't remember his dad ever saying 'be true to yourself' or 'business isn't everything', but he couldn't be sure he didn't.

"That's more like it, knee-biter!" crowed Roderick.

*****

The New Kingdoms of the Ardovikian Plain cared little for the civilised veneer of tolerance practiced in the old Successor Kingdoms or the Hegemony. Dwarf and Man may rub along, cheek by jowl, in Basilea, but out here a man was a man, and not afraid to call a grubber a dirty, earth-sucking grubber.

The Dukedom of Estorium was no different. Of course Dwarves were allowed within the city walls, but best they didn't show their faces in the more affluent neighbourhoods, or, conversely, the less salubrious taverns. And, of course, nobody wanted to see the dirty devils sneaking around after dark, no doubt using their Abyss-spawned night vision to spy on the girls and women of the town in their bed-chambers.

The Dukedom's small Dwarven population kept their heads down, sticking to the trades, such as general shop-keeping and money-lending generally despised by the humans. Things, however, got decidedly worse when in an apparent random act of carnage a young Dwarf trader, Gunthersson, killed two offspring of two off the Dukedom's noble class, before disappearing into the hills, eluding the posse mounted men-at-arms sent to hunt him down. The bodies of the young men, bludgeoned almost beyond recognition by a hammer or mace, outraged the people of Estorium.

Rumours of Dwarvish worship of the Abyss, of human children abducted and murdered in gruesome rites, of poisoning, of barn burning and all manner of dark deeds were legion. In righteous self-defence mobs rampaged through The Dwarf quarter on more than one occasion. Rather than reign in the mobs, the Duke levied new taxes on the bearded folk, introduced identification papers which Dwarves had to present upon demand, and began a wave of arrests, looking for Gunthersson's co-conspirators or other Dwarven degenerates.

Dwarven Berserkers, by Christian Schlumpberger

Some Dwarves, remembering past waves of persecution, kept their heads down, waiting for blood to cool. Others fled to other New Kingdoms, leaving their little wealth behind - hoping to find persecution at least a little less vile. Others still whispered of Gunthersson, or of the mighty Golloch, at who's feet humans - even Basilea itself - trembled. They whispered of salvation, of vengeance.

*****

Grez'atheskia

According to Elves, Orcs were a bastard race, born from foul experimentation in the dark of the Abyss. According to men, they were creatures of dim wit, living short and brutish lives. According to Theodousious of Baselia, orcs 'have the life expectantly of a common horse, perhaps eight to twelve years. These short years are filled with none of the industry of the domesticated horse, as the *Orcus Maximus* tends toward sloth and squalor. Orcs do not have the capacity for abstract thought, lacking in key brain development of the higher races'. Grez'atheskia would, given the opportunity, beg to differ.

Grez'atheskia was a very old Orc. His skin was so dark it was almost black, like ivy at night. He knew that Orcs did indeed, for the most part, live short and brutish lives on the fringes of the Ardovikian Plain. How could it be any different, forced from the lush, flatlands, once teeming with game, to exists on the margins - in barren scrub, and cold, windswept hills? Violence was a necessity when fighting over the scraps - starvation never more than a winter away. Orc lives were cheap to the petty 'kings' and 'princes' whose territories warred across the plains - Orc mercenaries needed paying little more than food and trinkets. Grez'atheskia, in what seemed like a world away, had fought as one such mercenary, his 'guttural' name unpronounceable to his masters and called simply 'Grez' amongst other epithets. When he thought of that time, he could almost taste the rancid bovine flesh they fed him. Bitter bile rose in his throat.

Orc Axes, by Jonathan Faulkes

When the fighting was done, they had lots of ways of disposing of their unwanted greenskins. The Elves of Galahir made a sport of it - an annual 'hunt', where heroic young elves, mounted upon savage

The Halpi Pass, by Boris Samec

chargers, ornately armed and armored, rode down any orc they could find, whole families and even clans slaughtered, down to the smallest Orcling. Their bloodied bodies paraded through the glades to celebration and feasting. Human kinglings 'made war' on orcs. Serried ranks of knights and men at arms pursuing Orc clans in unequal struggles - one side aiming for glory and the other for the elusive goal of survival. Manlings brought up on a diet of tales of heroism and Orcish depravity. Through the decades, Orcs were driven entirely from the central plains, into the Dragon's Teeth Mountains, toward the steppes or toward the brutal slavery of the Abyss. They became a story to scare the ignorant, remaining only in tavern names and the like - 'the Orc's Head', 'the Bloody Nest' and the like. Few remembered the origins of these names. Very few. Indeed, perhaps Grez'atheskia was unique in this regard.

Some winters Grez'atheskia left his kin in their hunger and squalor, warring over the pathetic hunting grounds that were available

to them and travelled his old tribal lands across the plains. He travelled at night, to avoid contact with 'civilized' folk, and spent the days hidden among woods, old quarries or caves - wherever he could avoid detection. True enough, trappers or shepherds sometimes found him, but his old arms still held strength enough to quickly end these unplanned encounters, and whilst these encounters brought him little joy, they did, at least, bring sustenance.

Orc Flagger, by Darren Lysenko

Grez'atheskia had almost had one such encounter earlier that evening. As he clambered over a vines, toward a small cave - once a shamanic shrine for his clan which he remembered well from both his youth and previous walkabouts, he heard voices from within. He readied himself, calmly unhooking both his axes, feeling the familiar leather of their well-worn handles, preparing to rush into the cave to dispatch the interlopers. As he stepped toward the crevice, his bare foot brushed something smooth and cool. He looked down through the gloom and saw, to his amazement, a fine warhammer shining in the speckled moonlight. He silently put down one of his axes and picked up the weapon.

He marveled at the beauty of the overlaid intricate swirls of gold and brass over the central section. He studied the perfect balance of the axe on one side of the head and the hammer on the other. The moonlight caught a darker substance on the hammerhead, and Grez'atheskia instinctively brought it to his mouth, his tongue darting to taste... Man blood. He paused, looking toward the cave, overwhelmed by his fortune - a weapon of this quality in the hands of an orc? Once, perhaps, in times long since passed. He approached, not now with the murderous intent of moments before, and could now make out not two voices as he had assumed, but only one. A voice, speaking common tongue, high pitched and feverish. The tone immediately reminded Grez'atheskia of the shamans who led his people in his youth through visions borne of hallucinogens.

"I'm so sorry dad, I didn't mean to do it, I'm not a killer, I never hurt anyone before, but they kept laughing at me dad, at us, dad, at

all of us, dad, like they are better than us, like we aren't good enough to even exist.."

Not good enough to even exist. Grez'atheskia pictured burning huts, starving orclings, elves cavorting around mounds of dead orcs, man fields and farms where young orcs once raced and wrestled.

"... I didn't mean to do it dad, but how much are we meant to put up with, how many insults? How much do we have to suffer, dad? What gives them the right? We were here first, but they think they own the whole of Mantica, well that's not right, it's not right I tell you.."

How much suffering was enough, Grez'atheskia wondered in the darkness.

"... I mean, all I want is a chance to live, to breath, to hold my head up high. Well off the damned ground at least!"

Grez'atheskia subconsciously raised his head, standing straighter than he had in years.

".. They mock us, they take what's ours, they call themselves 'Duke' and 'Prince'! Well I couldn't take it anymore. I'm glad I killed them, dad, I'd kill them again, the rich arrogant scum. They deserved to die, they all deserve to die.. "

Grez'atheskia knew spiritual guidance when he heard it. Of course all the real shaman were long since dead, so it must be the soul of a great shaman communicating with him. With him! He felt pride, for the first time in so long that it was like feeling the emotion as a orcling with his first kill, able to feed his family.

"... Our people should get together and bring their damned palaces and castles down, we should burn them and make men bow and scrape for a change, they might have the numbers but we have the right..."

Though enthralled, Grez'atheskia's senses were not deaf to the clopping of hooves and rattle of armor clanking through the woods. He lifted his snout, and breathed in the odor of man flesh. Come, no doubt, to defile the holy place and destroy the wondrous salvation it seemed to offer. Rage descended.

Goblin Sharpstick and Standard Bearer, by Claudia Zuminich

A woodsman rounded the tree, speaking over his shoulder, "I'm telling you lads, I heard funny noises from this old cave, and if it is that psycho dwarf I want the reward, just over here it is..", his sentence stopping suddenly as the orc axe in Grez'atheskia's left hand shattered his skull. A man-at-arms, leading his horse through the trees, focusing on his iron clad boot's battle with the undergrowth, felt a warm splatter across his face. He looked up, barely comprehending as the woodman guide's body fell back toward him, a dark mass cannoning toward him. As he reached toward his sheathed sword, he began to scream. The scream died with its owner as a perfectly balanced warhammer smashed through his iron-rimmed helmet. The dead man's horse reared in panic, causing the other men's horses to shy. As each man fought their horse and their confused fear, their eyes and ears sought to make sense of what was happening. A blood-curdling, inhuman roar, men shouting and screaming, horses rearing. Toward the back of the troop, a middle aged man-at-arms shouted to another, his nephew, "Sod this, Sam, feckin' run, lad!", and terrified men fled into the night.

Goblin Flagger, by Matt Gilbert

Grez'atheskia stood alone in the clearing. Blood, man and horse, covered his face, his arms, his torso. His chest heaved with adrenaline. Amongst the death, he felt as alive as he had in his entire life. Men running in terror from a lone orc, screaming like orclings as they ran! The power of the mystical words were evidenced all around him. "I'm glad I killed them" he echoed "they all deserve to die". He paused, cleaving the chest of a dying man, and seeking its heart from the mess within, cutting it out with the practiced butchery of a hunter. "Our people should get together. We should burn them" he intoned, seeking to commit the words to memory, and sank his teeth into man flesh in a offering to the old gods. It was time to bring the old ways back to his people. It was time to hunt on the plains once more. And it was time to bring his people home.▪

DANKOS CHANCE
A DREADBALL STORY

By [Bill Taylor]

3 MINUTES AGO

Danko hit the ground awkwardly, his limbs twisting as he rolled towards the edge of the foundry wall. He eventually came to a halt, and shook his head blindly, the noise of the game continuing but seemingly at a distance. Time seemed to slow down as he lifted his head and surveyed the pitch, unaware of any immediate pain. His vision swam with the images of his teammates running, trying to block a fast-paced rush by the orc team, but it all seemed alien to him.

Danko knew he needed to get to his feet, but couldn't remember why. A man in the distance was looking at him, shouting, mouthing words he couldn't understand and making wild gestures, but he just shook his head again, a shot of pain surging behind his eyes. He tried to stand up, but his arms gave way and he fell to the warm floor. With his cheek resting on the foundry plate, he started to remember…

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30 MINUTES AGO

The men made their way through the dank corridor in single file, the stench of molten metals and chemicals still hung in the air. The foundry floors could still be heard, even through the meters and meters of solid alloy walls - machines operated by huge men, making gigantic cylinders and metal components for use within the Corporation.

Rumors were rife that the planet foundries were making parts for weapons, huge hull-mounted cannons for deep space exploration vessels, but nobody knew for sure – the Corporation and its many factories made just about everything in existence, it would be impossible for the lowly grunt to know exactly what they were making. As

Veer-Myn Dreadball Players and Coach, by Steicy Jourdan

Wildcard, by Boris Samec

long as the credits kept coming in to keep a roof over heads, no questions were ever asked. Ethics was not a word known in this system, and certainly wasn't one used by the Corporation.

Every footstep of the marching Dreadball boots echoed throughout the dark chamber, almost like a precise drumbeat. At the end of the tunnel was a small workroom, but in this case it had been converted into a makeshift coaching area. The noise of animal breath and grunting could be heard from the room, and as the men entered one by one, each one took a double take at the creatures at the other side – huge humanoid beasts with a dark green skin and built with so much sinew and muscle that it seemed to be straining their Dreadball uniforms to the maximum. Their heavy brows contained a deadly set of red eyes that seemed to view each of the men not as an opponent, but as prey.

The beasts sneered, revealing a set of huge discolored fangs, capable of ripping through meat with ease. Danko gazed across the orks – he had seen their like before on holo screens. They were fierce creatures to fight in the many skirmishes the Corporation had with them on numerous worlds, savage and brutal with their attacks, but were also formidable opponents on the numerous Dreadball pitches throughout the quadrant. It was not uncommon for there to be many casualties or even deaths in games when Orc teams were present.

One of the orc players seemed to stand out in Danko's survey – it was marginally larger than the rest of the squad, but had a huge

set of incisor teeth sticking out from its mouth like a set of ill-fitting stalagmites in a wet cave. Danko knew this was the guard of the team - unable to pick the Dreadball up during the game, but able to stop the opposing team from doing the same. The huge orc met Danko's eyes and just grunted – Danko didn't break the gaze but sensed there was nothing but anger and carnage behind those cold red eyeballs. I think I'll call you "Snarl", thought Danko.

Dreadball Alpha Simian, by Pete Kijek

"You guys are mighty lucky today." boomed Coach Modesto to the men. "You have been given an opportunity not many people get around these parts; a chance for the best to gain a scholarship with the Calipso Cardinals." A hush fell over the men in the room as the news sunk in. As a small Dreadball team that played in the Foundry League, this was certainly an amazing opportunity. Even a scholarship was a chance at the big time and to gain the kind of money and stardom that people could only dream about. This was life-changing for that one special person, and Danko was sure it was going to be him.

"We have the honor and privilege of having a scout from the Cardinals with us. I want you fellas to give the utmost respect to Miss DaCosta." The men watched as a tall, beautiful woman emerged from behind the orc team, seemingly appearing from the shadows behind. She had long, flame-red hair, a slim physique, and eyes that were as blue as any ocean, and just as deadly.

The noises of the distant furnaces were now joined by the tip-tapping of her high-heel shoes as she slinked towards the coach with an out held hand and a smile. "Thank you very much for that introduction, Coach Modesto," purred DaCosta, taking the coaches hand firmly before standing upright. "The nature of my job is to seek new players for all the different teams within the Cardinals franchise. I scour the quadrant for people with not just a skill for playing Dreadball, put a passion; a passion to help deliver the game to the millions and millions of fans throughout dozens of systems; to help these fans understand the game and the dynamics of the sport; and ultimately, to

Dreadball Pitch, by "SneakyChris"

purchase Cardinals merchandise."

A few of the human players gave out a small laugh. DaCosta did not think anything she said was funny. "The simple truth is that I'm here to ensure that, no matter how the sport evolves, or how many players play, that the Corporation keeps making money; and more importantly, sees a profit." DaCosta paraded in front of the orc team. "With me, I have brought the Southland Savages – a team of orc players owned by the Corporation – to see if this team, or better still, any of YOU, are anywhere near good enough for the 'proper' leagues." DaCosta air quoted where appropriate, which Danko knew was a dig at his team.

The Foundry league in which he participated was not considered a 'proper' Dreadball league, not by any stretch of the imagination. It was a small-time league developed out of necessity to keep the systems entertained. Because the system was made up of foundry workers and their families all on small incomes, entertainment was necessary to keep the people subservient to the Corporation's agenda. The Foundry league, for example, was made up primarily of foundry workers who had spare time on their hands and a need to earn a small credit or two on the side. All of the games were played within a shut-down foundry on a make-shift pitch.

The small league players never went anywhere, playing the game until they got severely injured or were just too old for it, but for all it was a means to earn some much -needed credits. The Corporation was always seeking ways to make efficiency savings, investing in robotics and artificial intelligences, and the human settlement on this particular foundry planet had already made many sacrifices in order to survive. The workforce could not afford to be out of work as they would immediately lose their Corporation-owned homes, with little or no chance of other employment other than turning to crime, or worse still, enlisting in the meat grinder that was the military.

Technology had advanced so far for humanity, but unless you were one of the elite, prosperity was very rarely on the cards. Chances like this did not happen very often.
"Of course, the Savages are just as their name suggests, so I will take this opportunity to let any of you walk away from this right now, no questions asked, and you will be able to continue playing in your league as normal, knowing that you missed the one chance you had to try to make a better life for yourself and your family."

DaCosta's words hit like stones. Danko knew this was his time, his moment to shine, and he was going to take it. A few of the players made their excuses and left the room like scolded children. A few of the orc players gave out what seemed to be a laugh. DaCosta smiled and examined her fingernails as the last man left the room, ignoring him as if he was a passing insect. Wusses, thought Danko. He wasn't going to give up this chance for anyone.

As he clenched and unclenched his huge fists, he caught the gaze of another player. Falco looked at Danko and gave a wry smile. Falco was tall and lean with blond hair that was cut into a long Mohican style. Danko knew that he had the same desire, but there was only one scholarship.

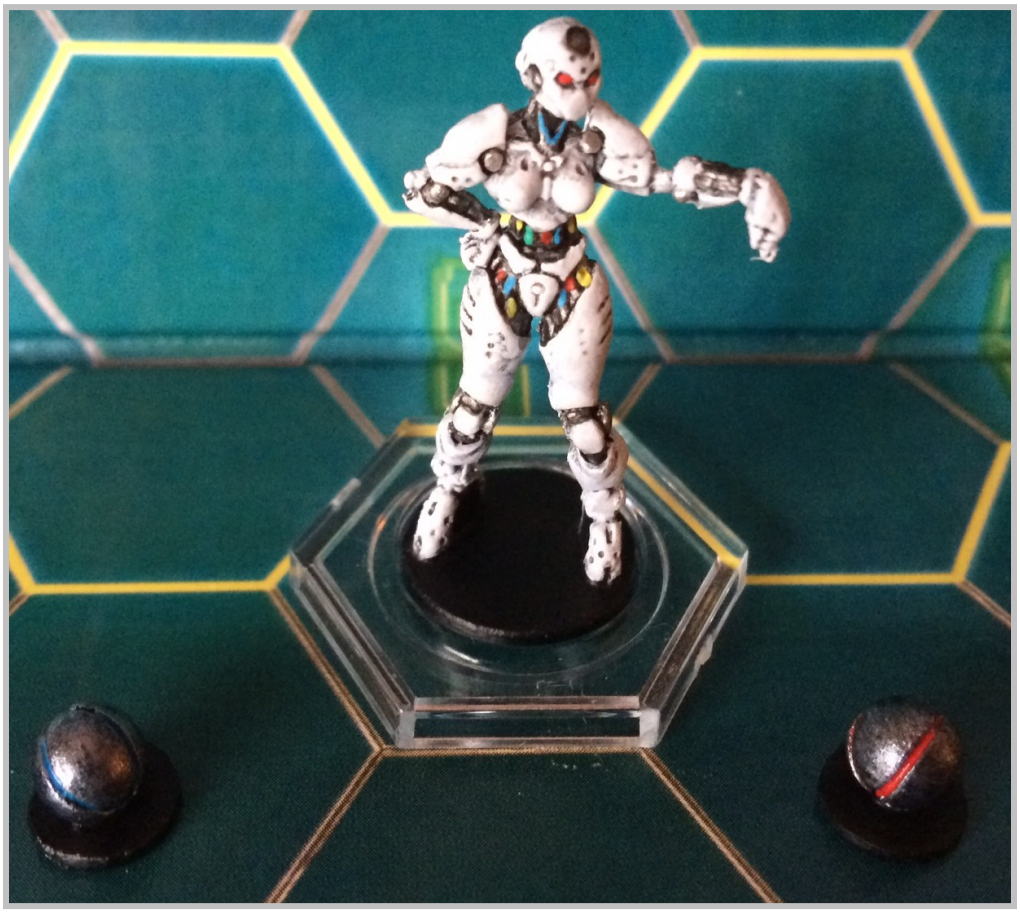
It was going to be an interesting game.

****

NOW

Danko felt the cold water splash onto his skin, and it felt invigorating. He wiped his face with his left hand as Coach Modesto replaced the Dreadball catcher on his right as the previous one had been damaged during Danko's knockdown. Danko watched the game in progress – both teams had yet to score and the human team was running circles around the orc players, but anytime a human got close to an orc they usually got viciously hit or violently pushed to the ground.

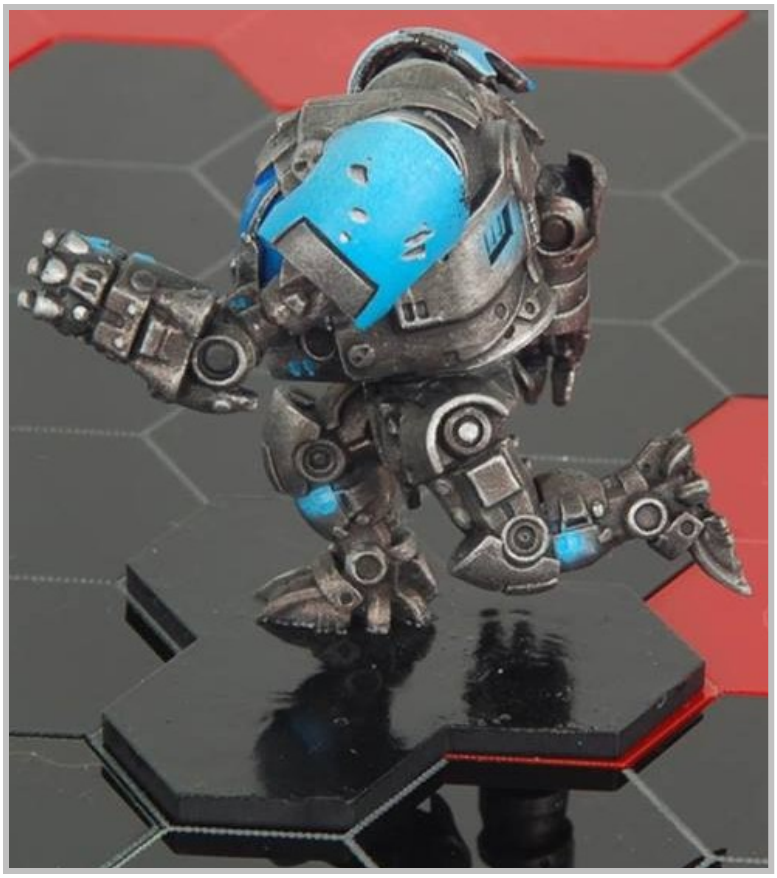
In these smaller Dreadball games, there were no such things as Ref-bots or Eyes-in-the-sky, which was normally fine – there was usually a gentleman's agreement between coaches to keep fouls to a minimum – in this game, there was no such agreement. Any severe wounds and fatalities would be erased as if they didn't happen. It was obvious why DaCosta allowed players the choice to play or not – this was part of the test: if you could play well during a no holds barred game, you would excel during a properly regulated game.



Dreadball Ref-bot, by Wes Shipley

He hated sitting on the side-lines of a game. He glanced at Snarl, the orc with the massive teeth – a leader or warlord if it were on its homeworld due to its size and stature. That's the bastard that knocked me down, thought Danko. He glanced upwards at the viewing gallery – he could see DaCosta watching the game and smiling whenever one of the orcs performs a dirty tackle, which was quite often. She looked at Danko, and then turned her attention to the current player holding the ball, making a dash for the scoring zone.

It was Falco. He was running at full speed with two orc jacks running towards him, attempting to block his way. As a well-rounded striker, Falco knew he had to outmaneuver these two beasts if he wanted to score. He ran right towards them, gaining a bit of momentum as he did, then at the last second, sidestepped to the right, confusing the orcs who ran into each other. Falco regained his balance quickly and knew he had to take a shot. A two point shot would be difficult at this angle and speed, so he decided to punt for a three pointer. He heard the thumping footsteps of another orc jack behind him, so he knew he only had seconds at best to line up the shot.



Dreadball Big Mech, by Christian Schlumpberger

He pulled his arm back and then fired the heavy Dreadball towards its target. Falco saw a green arm come at him out of his peripheral vision, but it was too late. The ball travelled towards the strike zone and hit its desired point. Falco and the orc tumbled to the ground as the siren signaled a score for the human team. "Better luck next time!" said Falco to the orc as he flipped himself to his feet and held out his hand as a gesture to the orc to lift himself up with. The orc did not see the sportsmanship.

Danko cursed under his breath. He watched as Falco performed a small celebratory dance as the countdown for the next ball went from 3 to 1. He looked up at DaCosta who was clearly impressed. Danko knew he had to get onto the Dreadball pitch fast if he was to have any chance in getting the scholarship. He hated that he was thinking it, but he knew his only chance to get back onto the pitch was if another player got seriously injured. He knew all of these guys, some of them grew up together, and now his head was full of guilt.

The Dreadball fired out of the side of the foundry wall like a cannonball, and human and orc jacks alike scrambled to receive it. The object itself was made of solid metal,

and would do serious damage if it hit against a player's body. There were no weapons allowed in the sport of Dreadball, but it was not surprising if the ball itself was used on some unsuspecting player who turned his or her back for a second too long.

The score was +3 to the humans, but that wasn't much of a consolation as most of the human players had suffered minor injuries such as scratches, bruises and cuts. This was about to change.

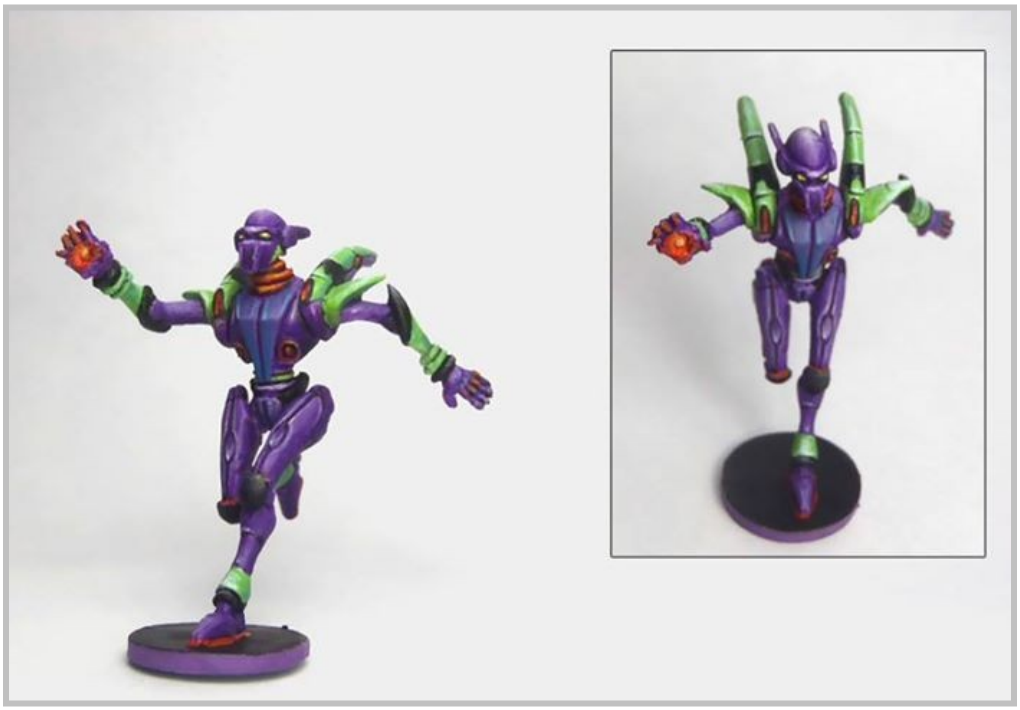
Dreadball Void Sirens, by Darren Lysenko

An orc jack and a human jack raced to grab the ball which was travelling at a great velocity. The orc lashed out at the human, who returned the abuse by administering a shoulder charge of his own, knocking the brute down. The player grabbed the ball, and turned around to scan for team-mates. The orc that he knocked down was back to his feet and angry, running at him like a bull at a red rag.

The man had time to fire the ball towards a waiting striker in the distance before the full force of the orc hit him in the chest, sending him against the foundry metal wall. The man clutched at his chest and coughed up blood, but that didn't stop the orc. The orc let out a bellow as he brought fist after fist down onto the man's head, driving him to the ground. Blow after blow struck the poor man who had no means of protest as he had been taken completely by surprise.

Cracks began to appear in his safety helmet, normally made from very strong plasti-steel, but in this case it may as well have been made out of cardboard. The man convulsed as the orc's vicious attack ground to a halt, although play had not. A human striker had caught the man's pass, but had been distracted by the attack on his comrade. He stopped running towards the strike zones and started to walk towards the man. Several other players had began to make their way to the area out of respect to their fallen player, but the orcs had no such instinct.

The biggest orc, Snarl, bounded towards the player with the ball and with an open hand, slammed the player in the back, sending him sailing through mid-air for a few seconds before landing onto the metal ground on his side, the Dreadball released and in play



Dreadball Praetorian MVP, by Vincent Pascaud

again. Some of the smaller orcs scrimmaged between themselves for the ball, before scurrying towards their own strike zones. Snarl looked at the humans and gave a wry smile, causing a stream of thick drool to leak from his mouth. Snarl didn't care.

The human players including the coach started to shout towards the viewing gallery in protest at what had just occurred. The orcs scored a four pointer due to there being no human defense at the furthest strike zone, which made the protests even grander. DaCosta sighed and moved towards a microphone, no emotion or sympathy on her perfect face. A speaker crackled into life as her silky voice echoed in the chamber.

"Play does not stop for anything." The men looked at each other in disbelief as the countdown for the next Dreadball to be fired onto the pitch began. The coach shrugged his shoulders as the men ran back onto the pitch into their positions. The coach lifted the arm of the dead player and dragged his body off the pitch, leaving a trail of dark blood, clear liquid and cranial matter which emanated from the player's head in small spurts.

There were now only five human players on the pitch. Danko knew there had to be six in order for the humans to have a chance at winning. He stood up and shouted to the coach, who was wiping the blood off his hands.

"Coach, get me back in the game!"

The coach looked at the scoreboard. The humans were losing to the orcs who had a score of +1 now. There was only minutes of the game left, and Danko knew he had to take a chance. The coach nodded his head. "Get out there and play for your life!" shouted the coach. Danko clenched his fists and ran onto the pitch with a renewed fervor.

The orcs were performing a rush to score with Snarl doing his Guard job well and spearheading the assault. One of the orc jacks seemed to giggle hysterically as he held the Dreadball in his clawed hands, running behind the mighty beast who was pushing human after human out of the way with ease. The orc had time for a small chitter as Danko's mighty frame dived onto him, Snarl oblivious to the onslaught that was occurring behind him.

Danko smacked the orc around the head a few times with the back of his right arm, hitting him in the face with a few blows of the new catcher on his outer forearm. The orc began to bleed green ooze from cuts on his face, but his smile didn't deteriorate. Danko tried to free the ball, but the creature wouldn't release his grip. Falco appeared from the flank to see if he could assist – although they were rivals, Danko and Falco knew they had to win this game in order to be even considered for the scholarship.

Falco started to punch the orc in the face, but still it held steadfast. Danko could see in the distance that Snarl had realized he was alone in the orc strike zone, and gave out a huge shout filled with rage. He started to gallop towards his fallen teammate as the other orcs were being held at bay by the remaining human players, brawling and attacking each other as if it were a bar fight. It seemed that the humans had quickly learned to adapt to a game without rules. Danko, using his initiative, brought his head close to the orc's neck and sunk his teeth into its throat, causing the orc to scream, which was a new sound for this pitch. The scream quickly turned to a gurgle as the creature's mouth filled with thick green foam, allowing Falco to wrench the ball free.

The orc stopped moving and started to twitch. "Give me the ball!" shouted Danko to Falco, who was eyeing up the opponent's strike zone. Falco looked at the scoreboard – there were 30 seconds to spare. "For our fallen teammate!" urged Danko. Falco nodded to Danko and handed him the ball. Danko stood quickly and ran towards a rampaging Snarl, who was almost on top of them. Danko fired the ball at the beast, hitting it square between the eyes, causing it to shake its massive head in a daze and stop running. In a strange stroke of luck, the ball bounced off Snarl's cranial ridge and landed right into Danko's hands.

Danko, with both his hands gripped firmly on the metal ball, hoisted it upwards towards the creature's jaw at high speed. The ball connected, cracking the two huge teeth as the upper jaw hit the lower. Danko did not relent in his attack. He struck the monster with thump after thump, the orc first falling to its knees, then slumping onto its hands. Danko started to beat the creature around the face, sending shards of teeth and globs of flesh skywards with every devastating blow. Danko looked up at the viewing gallery,

Dreadball Marauders, by Grant Mahoney

where he could see DaCosta glaring at him, as if he had caused her a serious grievance, but Danko didn't care. He was showing her what he thought of her "champion". As the body of Snarl fell to the ground in a mess of green gore and red meat, Danko picked up the largest tooth and pointed it towards the strike zone before tossing it aside.

Danko began to jog towards the strike zone with the Dreadball cradled in one hand, knowing that he had proved himself on the pitch. He looked at the faces of the men, some of them cheering him forward as he crossed the halfway line. He was joined at his side by Falco, who smiled at him as Danko turned his gaze towards the three point zone. No orc was going to attack him after what they had witnessed, he said to himself with confidence. He then felt a sharp pain race through his stomach, and as he looked down he could see the cracked end of a sharp tooth sticking out from under his Dreadball uniform. He saw blood spurting from the wound before looking up and seeing Falco mouth the word "Sorry" with a wry grin.

Danko held his stomach with his free hand, but his legs started to buckle. He felt dizzy as Falco grabbed the ball from his weakening hand and turned away in a sprint towards the strike zone. Danko's breathing became shallower as the blood seemed to flow even more freely from his wound. Falco stopped running, and walked back to Danko, pulling the tooth from the wound, causing the blood to free flow onto the pitch. Time seemed to slow down for Danko as he watched the smiling man run towards the strike zone.

Danko fell to his knees and examined his blood-soaked hands just as the klaxon sounded to indicate a four pointer had been scored. He tried to stop the bleeding, but there was no pressure available from his

Dreadball Zee Team, by Pete Kijek

weakening muscles. Blood flowed like a waterfall. Danko's body started to feel cold, and he was aware that the rest of his team-mates were walking away from him. He trembled as his body lay onto the ground, his arms and hands wet with his blood and the strength leaving them to even slow the ichor from leaving his body.

Dreadball Pitch, by "SneakyChris"

The dull noise of a few players gathering the makeshift strike zones and scoreboard from the foundry could be heard, the usual ritual of the equipment being stowed away, making the foundry bare again. The lights embedded in the walls started to dim, before going out altogether. Danko was cold and alone, bar the bodies of some of the orcs and the one dead human player. Danko could see, as a cruel twist of fate, the viewing gallery from his position. He watched as DaCosta congratulated Falco with a handshake, before she glanced out towards the foundry. He knew she was looking for him, but he was covered by the creeping darkness. He watched with tears in his eyes as the coach started flicking switches and pressing buttons to bring the foundry to life.

Danko could hear the distant hums of machines and smelters burst into life above him. Falco was going to get the life that Danko desired. Danko began to think about his family, and how they would be told about some sort of "industrial accident". She thought of his children and his wife as the oil sprayers activated, coating the furnace wall with a layer of ooze. This was the precursor to molten metals being poured into the foundry room, to cast a perfect cylindrical shape: for what, only the highest within the Corporation knew. Danko let out a weak scream before the first cavern above opened like an iris, spilling red-hot liquid into the room.

The last thing Danko saw before his body melted under the liquid was of Falco leaving the viewing gallery with DaCosta.▪

ONE-PAGE WARPATH

By "OnePageAnon"

One Page 40k is a single-page ruleset played with wargaming miniatures and that was designed to be fast to learn and simple to play. We've made a special set of Forgefather and Veer-myn army lists, so you can play using this ruleset and your own Warpath models!

The ruleset is an abstraction of Warhammer 40.000. Gameplay is focused around alternating activations and simple combat mechanics to keep both players on their toes and engaged at all times. The goal is to create an immersive experience where many little mechanics come together to create an environment in which every decision matters, and where the player feels in control of his own victory.

It is important to note that the game is under constant development, and that you are encouraged to play it however YOU want, using this ruleset

Included here are the rules for the basic One Page 40K, based off of the popular scifi wargame Warhammer 40K, but with special armies allowing you to play with Forgefathers and Veer-myn. For more, including more armies inspired by Warhammer 40K and One Page versions of a variety of other games, please visit our blog.

Chovar Psychic, by Christian Schlumpberger

One Page 40k Rules v1.25.8

General Principles

The Most Important Rule: Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

Units: Each unit consists of one or more models acting as a single entitiy, and is defined by their quality, size and whatever equipment and special rules they have. You can find unit profiles in their respective army supplement.

Qualty Tests: Whenever a rule states that you must take a Quality test roll one die trying to score the unit's Quality value or higher.
If it does that counts as a success.

Additional Dice: Whenever a rule refers to adding dice they are added to the most common weapon that the unit is attacking with.

Line of Sight: If you can draw a straight line from the attacker to the target without passing through any solid obstacle or models the attacker has line of sight.

Before we begin...

Preparation: The game is played on a flat 4'x4' surface, with at least 10 pieces of terrain on it. The players roll-off, and the winner choses on what side to deploy and has to start first.
The players alternate in placing one unit each within 12" of their table edge.

Objective: After 4 rounds the game ends, and both players sum the point value of all enemy units they destroyed or that are fleeing.
The player with the most points wins.

Playing the Game

The game is played in rounds, with each round consisting of alternating player turns in which a single unit is activated. Before each round the players roll-off to see who goes first, and players continue alternating in activatingunits until all units have been activated.

Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	Gets +1 die to shooting.
Guard	0"	May react once per round by firing at enemy movement across its line of sight. Target gets +1 die to blocking.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Assault	12"	Move into close combat with enemy, gets +1 die to melee attacks.

Moving

Units may move and turn in any direction regardless of the models facing, and they may only move within 1" of other units if assaulting.
All members of a unit must remain within 1" of each other at all times. If any member of the unit is further than 1" you must use a Walk, Run or Assault action to get it back into coherency.

Shooting

All models in a unit that are in range and have line of sight of an enemy unit may shoot one weapon at it. Units may not shoot into or out of close combat under any circumstance.
The attacker takes one Quality test per Firepower in the unit, and each success is a hit.
The target then takes as many Quality tests as hits, and each success is a block.
Subtract the number of blocks from the number of hits, and remove as many many models from the target unit as the resulting number (defender may remove them in any order).

Close Combat

When using an Assault action move as many models as possible into base contact with models in the target unit. The opponent then moves as many models into base contact with attacking models by moving up to 3".
Any model that is in base contact with an enemy model or that is in base contact within a friendly model that is in base contact with an enemy model may strike.
Both units strike simultenously with all weapons, which is resolved like shooting, and casualties are removed after all attacks have bee resolved.
Compare how many models each unit lost, and if one unit lost more models than the other it must take a morale test.
If neither unit is destroyed or flees the combat starts over as soon as one of the units is activated again, which fights close combat as its action for that round (this does not count as an assault for the purpose of special rules).
When a unit that is already in close combat is assaulted by another unit do not move models in the target unit, and the assaulting unit gets +1 dice to melee attacks for that combat.

Morale

Whenever shooting brings a unit down to half its size before the attack or it loses more models in close combat, it must take a morale test.
The unit takes a Quality test and if it is unsuccessful the unit flees 2D6" away from the nearest enemy within line of sight, or else toward the nearest table edge.
If this move brings any models from the unit outside of the table borders or if it is impossible for the unit to complete its full move, then the entire unit is removed as a casualty.
A unit that is fleeing must take a morale test to be activated. If it fails it flees 2D6" again and counts as activated for that round.

Terrain

Cover (*forests, ruins, sandbags, etc.*): Units in cover get +1 die to blocking when being shot. If at least half of the models in a unit are within cover terrain, the entire unit counts as being in cover. If at least half of the models in a unit are hidden by a tall obstacle (like a building or vehicle) from the perspective of the attacker the unit counts as being in cover.

Difficult Terrain (*woods, mud, rivers, etc.*): Units halve their movement when crossing difficult terrain.

Elevation (*cliffs, roofs, ledges, etc.*): Units get +1 die to shooting when being at least 2" above their target

Army Composition

Each player may take up to 750pts or 1500pts worth of units and upgrades in his army (you decide), and each army may only have one Hero. You may also take any combination of up to two special units from the following: Monsters, Vehicles and Walkers.
Each unit can be made up of as many multiples of models as * next to its size, and as many models as multiples taken may equip items from the upgrades list they have access to.

Units Types

Heroes: May join non-monster/vehicle/walker units of same Quality when deploying.

Monsters: May fire all of their weapons, even at separate targets, when using a Hold action (dont get +1 die to shooting). Whenever assaulting non-monster/walker units the target must take a morale test after combat, regardless of casualties.

Walkers: May fire all of their weapons, even at separate targets, when suing a Hold action (dont get +1 die to shooting). Walkers never fail morale tests and follow vehicle damage rules.

Vehicles: Vehicles may do one of the following when activated:

Action	Move	Notes
Hold	0"	May fire all of its weapons, even at separate targets.
Move	10"	May shoot after moving.
Cruise	20"	May not shoot.
Ram	20"	Move into base contact with enemy monster, vehicle or walker.

Vehicles may pivot once by up to 90° when using Hold actions or by up to 45° at any point during a Move or Cruise action (may not move sideways, and move at half speed when reversing). When using Ram actions the vehicle deals D6 automatic hits to the enemy, and deals D3 automatic hits to its own front facing. If a vehicle is attacked in close combat it may not strike back and it is never "locked" in close combat (may freely move away from models in base contact). Vehicles may move over enemy units non-monster/ vehicle/walker units, as long as they stop at least 1" away from enemy models. All units it moved across take as many hits as models the vehicle passed over in that unit.
Vehicles get no benefit from cover or elevation.
When a vehicle fails to block one or more hits, roll on this table for each:

Result	Effect
1-2	Shaken (must roll a 4+ to activate).
3-4	Tracked (may not move or pivot).
5-6	Destroyed.

If the vehicle is hit in the front roll 2 dice and choose the lowest result, in the side roll 1 die, and in the rear roll 2 and choose the highest. If you are not sure where the hit came from it counts as a side hit.
When destroyed do not remove the model but instead place a suitable marker on the vehicle.

Weapons

Each ranged weapon provides as many dice to shooting as its Firepower, and rangeless weapons provide Firepower to close combat.
Units that do not have a melee weapon listed in their equipment are assumed to use fists/claws.
D(n) Firepower weapons roll an (n) sided die to determine Firepower for that attack and add 1.
When attacking vehicles/walkers halve the amount of hits (rounding down), or double them for weapons with x next to their Firepower.

Name	Range	FP
Fists/Claws	-	1
Hand Weapon	-	2
Power/Force Weapon	-	3
Power Fist	-	4
Dreadnought Fist	-	5x
Pistol	12"	1
Shotgun	12"	2
Grav Pistol	12"	3x
Plasma Pistol	12"	4x
Meltagun	12"	5x
Flamer	12"	D3
Heavy Flamer	12"	D6
Carbine	18"	1
Gravgun	18"	3x
Assault Rifle	24"	1
Assault Cannon	24"	2
Grenade Launcher	24"	3x
Plasmagun	24"	4x
Multi-Melta	24"	5x
Rifle	30"	1
Sniper Rifle	36"	2
Heavy Bolter/Multi-Laser	36"	3
Plasma Cannon	36"	4x
Mortar/Missile Launcher	48"	3x
Autocannon	48"	4x
Battle Cannon	48"	5x
Lascannon	48"	6x

Common Special Rules

Common Special Rules

Armor(X): This unit adds +X dice when blocking attacks. If a unit with armor joins another unit, add their armor values into one.
Beacon: If a friendly unit tries to deep strike within 6" of this unit, it does not scatter.
Brothers: This unit counts as having Zap!(D3), however only one model may attack with it per round.
Combi: This weapon may only be used once per game.
Deep Strike: You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, befor seeing who goes first. On a 4+ you may place a marker anyhwere on the table, at least 12" away from enemy units. Roll a dice, on a 2+ the unit is placed on the position of the marker (if the unit has multiple models they must all be in basecontact with each other). On a 1 the unit scatters, and your opponent may move the marker anywhere within 12" of its original position before placing the models. If a unit has not arrived by the last round it arrives automatically (scatters on 4+).
Executioner: This model may be deployed as part of a unit of same Quality. Whenever a unit this model is part of fails a morale test, remove one model from it as a casualty and re-roll.
Fast: This unit adds 3" at the end of any movement, including fleeing.
Fearless: Unit may re-roll failed morale tests.
Flying: This unit may move over units and terrain as if it was moving over open terrain.
Furious: This model gets +1 dice to close combat when assaulting, and may use a 6" Assault action to disembark from transports.
Heavy: This unit may never move more than 6" at a time, and it may fire all of its weapons when using a Hold action.
Indirect: This weapon may be fired at enemies that are not within line of sight, and it ignores cover from sight blocking terrain. The target unit gets +1 dice to blocking.
Linked: May re-roll failed shooting attacks.
Poison: This model has Quality 2+ when firing this weapon at non-vehicle/walker units, and it deals no damage to vehicles/walkers.
Rending: When rolling a 6 to hit with this weapon, the hit automatically causes one casualty to non-vehicle/walker units. This weapon does not halve its hits when firing at vehicles/walkers.
Repair: Once per turn, if this unit is inside a vehicle or within 2" of it, you may try to repair it. Roll one die and on a 4+ the vehicle stops being tracked.
Resilient: This unit activates on 2+ instead of 4+ when suffering shaken results.
Scope: This model has Quality 2+ when shooting with this weapon.
Scout: This unit is deployed after all other non-scout units have been deployed. You may deploy this unit anywhere on the table at least 12" away from enemy units (if both players have Scout units roll-off to see who deploys first). If a unit without Scout joins a unit with Scout, both units have it.
Sidecar: May fire all of its weapons, even at separate targets, when using a Hold action (doesnt get +1 die to shooting).
Strikes First: When fighting close combat you resolve this units hits first and remove enemy casualties before they get to attack.
Strikes Last: When fighting close combat you resolve enemy hits first and remove friendly casualties before they get to attack.
Teleporter: When using a Walk action, you may place this unit anywhere within 6+2D6" of its position, passing through any units or terrain.
Torrent: Add +2D6" to this weapon's range every time you fire it.
Tough: Whenever this unit would remove a model as a casualty place a marker next to it instead. Whenever this unit has accumulated 3 markers you must remove one model as a casualty and remove 3 markers. If a unit wit this special rule joins a unit without it, only apply this rule to that unit, and you must either accumulate markers until all models with this rule have been removed as casualties, or remove other models as casualties before startingto accumulate markers.
Transport(X): This vehicle may hold X non-monster/vehicle/walker models. A unit that moves into contact with a transport may embark, and embarked units may use a Walk action to disembark. Units may also be deployed within a transport at the beginning of the game. Transports may not move on a round where models embarked/disembarked.
If a unit is within a transport when it is destroyed it takes as many hits as models it has. Resolve the hits like shooting and place the models within 2" of the transport
Toxin: Whenever this unit attacks in close combat it gets +D2 dice against non-vehicle/walker units.
Zap!(DX): This model may shoot a magic bolt with DX Firepower at one enemy unit within 24" instead of firing its weapon.

Space Marines Tactics

Black Templars: All units have the Fast special rule until the end of this round.
Blood Angels: All non-vehicle/walker units have the Furious special rule until the end of this round.
Dark Angels: All non-vehicle/walker units may re-roll failed morale tests (Fearless units may roll twice) until the end of this round.
Imperial Fists: All non-vehicle/walker units may re-roll failed hits from pistols and assault rifles (Linked weapons may roll twice) until the end of this round.
Iron Hands: All vehicle/walker units have Armor(+1) until the end of this round.
Raven Guard: All non-vehicle/walker units have Armor(+1) until the end of this round.
Salamanders: All flamers and heavy flamers may roll one extra die when determining firepower until the end of this round.
Space Wolves: Roll one die. On a 4+ place a unit of wolves with D6+4 models within 6" of any table edge. On a 1-3 your opponent may choose on which table edge you place them.

Name	Quality	Equipment
Wolf	4+	Hand Weapon

Ultramarines: All units may re-roll failed hits when fighting in close combat until the end of this round.
White Scars: All non-vehicle/walker units may fire their weapons after using a Run action as if they had used a Walk action until the end of this round.

Chovar Psychic, by Paul M.

Advanced Rules

Advanced Rules

Once you have gotten familiar with the way One Page 40k works, you might want to try using advanced rules to spice up the game.

Terrain

A great way to introduce variety in your games is by giving crossable terrain (such as forests and rivers) a random type as you play.
When a player wants to move a unit into or across a piece of terrain roll one die and consult the following table before moving any models, and once the terrain type is revealed you must finish the original movement.

Result	Type
1-2	Difficult Terrain
3-4	Dangerous Terrain
5-6	Deadly Terrain

Dangerous Terrain (*quicksand, razor wire, mine fields, etc.*): Roll one die for every model that moves into or across dangerous terrain. The unit takes one hit for each 1 you roll.
Deadly Terrain (*acid pools, lava, canyons, etc.*): Models that move into or across deadly terrain are immediately removed as casualties.

Buildings

Buildings are terrain models that consist of one solid block which cannot be opened or reached into. Each building has a transport capacity, quality value of 4+, armor value and the Tough special rule.
Buildings are treated just like transport vehicles in regards to entering, exiting and their destruction.
A unit that is within a building may use a Walk or Run action to get onto the roof of the building.
Units on the roof of the building behave as if they were in open terrain, and have to leave the roof to be able to exit the building.
Units may shoot into and out of any side of the building that has some sort of firing point, and units within the building always count as being in cover and shooting from the topmost floor (not the roof).
Units may chose to fire at units within a building, or at the building itself. When shooting at units within the building any missed shot may be re-rolled, and on a 4+ the building is hit instead. Buildings are treated like vehicles when it comes to hits.
Units may use an Assault action to get into base contact with a building to attack a unit inside it. All models in both units attack, and the unit within the building gets +1 attack dice. If the unit within the building is destroyed or flees, then the assaulting unit automatically enters the building.

Here are some guidelines for buildings:

Name	Transport	Armor
Clay Hut	6	-
Wooden Shed	6	1
Brick House	11	2
Apartment Block	21	3
Small Bunker	11	4
Large Bunker	21	5

Ruins

Ruins are terrain models that consist of one or more pieces which can either be opened or reached into. Ruins count as difficult terrain, and they have a quality value of 4+, an armor value, and the Tough special rule. Ruins are treated just like transport vehicles in regard to their destruction.
Models may move onto and off of different floors of the building by using either a Walk action to move up/down by one floor, or a Run action to move up/down by two floors.
Units may shoot into and out of any side of the ruin that has some sort of firing point, and the entire unit counts as being at the elevation at which most models are (if an equal amount of models is on different floors, then elevation is counted from the position of the higher models).
Units may choose to fire at units within a ruin, or at the ruin itself. When shooting at units within the ruin any missed shot may be re-rolled, and on a 4+ the ruin is hit instead. Ruins are treated like vehicles when it comes to hits.
Units may use an Assault action to get into base contact with the lowest model in the ruin. The assaulting unit automatically climbs as many floors necessary to reach the lowest model, and the target unit gets as many extra dice to attacking as floors that the assaulting unit had to climb. All models in both units attack, and if the unit within the ruin is destroyed or flees, then the assaulting models are placed on the same floor as the highest model of the unit that was within the ruin.
Here are some guidelines for ruins:

Name	Armor
Clay	-
Wood	1
Bricks	2
Concrete	3
Reinforced Steel	4
Composite Materials	5

Plague First Generation, by Nicodemus Sanberg

Objectives

When using advanced objectives the table and armies are set up just like a regular game.You can either choose any of these or play with a random one by rolling a die on this table:

Result	Objective
1	Duel
2	Seize Ground
3	Relic Hunt
4	Sabotage
5	Breakthrough
6	Last Stand

1 - Duel: This objective is the standard game objective as described in the Rules section.
2 - Seize Ground: After 4 rounds the game is over, and the battlefield is divided into four equal quarters, and both players sum the point value of all their non-fleeing units in each quarter. Compare the points for each quarter, and the player that has more points in one quarter counts as having seized it. The player with the most seized table quarters wins.
3 - Relic Hunt: Before deploying armies D3+2 relic markers are placed on the table. Roll-off to see who goes first, and then alternate in placing one marker each. The markers must be placed at least 12" away from any table edge and from any other marker.
After 4 rounds the game is over, and both players must see how many relics they seized. If a non-fleeing unit is within 3" of a relic marker whilst no enemy units are within 3" of the same marker, it counts as seized. The player with the most seized relics wins.
4 - Sabotage: Before deploying armies two relay markers are placed on the table. Roll-off to see who goes first, and place one relay marker within your deployment zone, at least 6" away from the table edge. A relay marker may only be attacked by assaulting it, it has no attacks and has Quality 4+ and the Tough special rule.
After 4 rounds the game is over, and the player that has managed to destroy the enemy relay marker whilst keeping its own relay marker alive wins.
5 - Breakthrough: Before deploying armies the players roll-off to see who the attacker is, and the opposing player becomes the defender.
After 4 rounds the game is over, and if at least 25% of the attackers force (worked out by point cost) is within the defending players deployment zone he wins.
6 - Last Stand: Before deploying armies the players roll-off to see who the attacker is, and the opposing player becomes the defender.
The defending player must split his army in half (worked out by point cost), and deploy one half within 6" of the table centre, this half will be referred to as "the defenders". The other half of his army must be deployed within 3" of any table border. The attacking player then deploys his army anywhere on the table, at least 12" away from enemy models.
After 4 rounds the game is over, and if at least 75% of the defenders (worked out by point cost) are still alive and not fleeing, the defending player wins.

Squats / Space Dwarfs by Anonymous

Name	Size	Quality	Equipment	Special Rules	Upgrades	Cost
Warlord	1*	3+	Pistol, Hand Weapon	Fearless, Hero, Stout	A, B, C, D	25pts
Guildmaster	1*	4+	Pistol, Hand Weapon	Hero, Stout	A, B, C, D	15pts
Living Ancestor	1*	3+	Pistol, Force Weapon	Fearless, Hero, Stout, Zap!(D3)	A	45pts
Brotherhood	10**	4+	Assault Rifles, Hand Weapons	Stout	B, C, E	190pts
Guild	5***	4+	Pistols, Hand Weapons	Stout	F	80pts
Thunderers	5**	4+	Heavy Bolters	Stout	E	185pts
Hearthguard	5**	3+	Pistols, Hand Weapons	Fearless, Stout	B, C	125pts
Drakon Wing	5*	3+	Linked Flamers	Fearless, Flying, Stout	-	175pts
Exo-Armor	3***	3+	Linked Assault Rifles, Power Weapons	Armor(2), Fearess, Stout	F	125pts
Engineers	3*	4+	Pistols, Hand Weapons	Mines, Stout	B, C, D, E	70pts
Bikers	3**	4+	Linked Assault Rifles, Hand Weapons	Fast	B	70pts
Gun Battery	1***	4+	Mortar (Indirect)	Armor(1), Stout	E	65pts
Sentry Gun	1***	5+	Linked Heavy Bolter	Armor(1), Sentry	E	35pts
Iron Ancestor	1*	3+	Linked Autocannon, Dreadnought Fist, Heavy Flamer	Walker	G	165pts
Trencher Drill	1*	4+	-	Deadly Ascent, Transport Vehicle(11)	-	40pts
Squat Rhino	1*	4+	Linked Assault Rifle	Armor(1), Transport Vehicle(11)	H	50pts
Squat Land Raider	1*	3+	2x Linked Heavy Flamers, Linked Assault Cannon	Armor(4), Transport Vehicle(11)	I	225pts
Mjolnir Tank	1*	4+	Multi-Melta, Linked Assault Rifle	Armor(4), Vehicle	H	135pts
Leviathan	1*	3+	2x Linked Autocannon, Linked Heavy Bolter	Armor(4), Vehicle	-	370pts

A

Take up to three:

Rune (Zap!(D2))	+10pts
Rune (Armor(+1))	+10pts
Rune (Furious)	+10pts
Rune (Scout)	+15pts
Rune (Deep Strike)	+15pts
Rune (Strikes Fist)	+30pts

B

Replace Pistol/Hand Weapon:

Shield (Armor(+1))	+10pts
Power Weapon	+10pts
Grav Pistol	+10pts
Power Fist	+15pts
Plasma Pistol	+15pts

C

Replace Pistol/Assault Rifle:

Heavy Flamer	+10pts
Gravgun	+15pts
Meltagun	+15pts
Plasmagun	+25pts
Heavy Bolter	+25pts

D

Take one:

Beacon	+5pts
Teleporter	+5pts
Ranger Training (Scout)	+5pts
Assault Rifle (Poison)	+10pts
Power Fist (Rending)	+20pts
Meltagun (Scope)	+30pts

E

Replace Pistol/Assault Rifle/ Heavy Bolter:

Heavy Bolter	+25pts
Multi-Melta	+35pts
Plasma Cannon	+40pts
Missile Launcher	+45pts
Lascannon	+105pts

F

Replace Pistol/Linked Assault Rifle:

Dreadnough Fist	+15pts
Multi-Melta	+35pts

G

Replace Dreadnought Fist and Heavy Flamer:

Linked Autocannon	+60pts

H

Take one:

Linked Heavy Bolter	+35pts

I

Replace 2x Linked Heavy Flamers:

6x Linked Assault Rifles	+20pts
2x Linked Lascannons	+320pts

Replace Linked Assault Cannon:

Linked Heavy Bolter	+25pts

J

Replace Multi-Melta:

Battle Cannon	+35pts
Linked Lascannon	+110pts

Army Special Rules

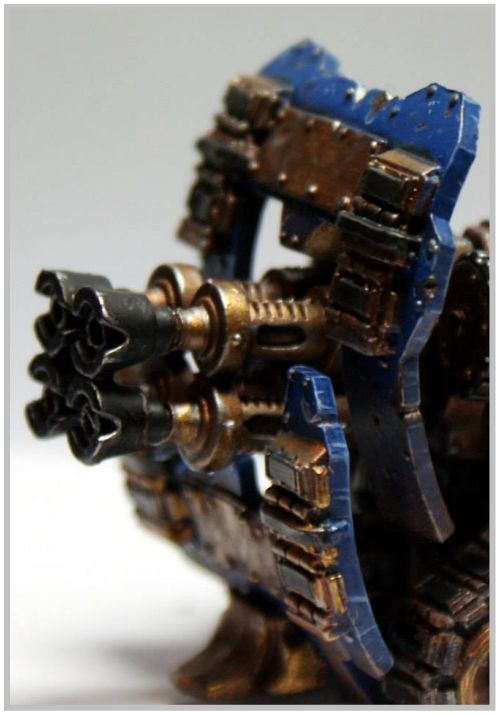
Deadly Ascent: This model may enter the game via Deep Strike, and you may place its marker even on top of enemy models. After rolling for scatter, any unit within 3" of the marker takes as many hits as models in it (vehicles and walkers count as being hit in the side). Resolve the hits as if they were shooting attacks, and place any surviving models within 2" of the Deep Striking model.

Mines: You may place D3 Mine markers anywhere outside of the enemy deployment zone before deploying either force. Whenever a unit moves within 3" of a Mine marker it takes as many automatic hits as models that moved within that 3" radius.

Rune: At the beginning of the game you may place a Rune marker next to any non-vehicle/walker unit in your army. For the rest of the game that unit has whatever special rule is associated with that Rune.

Stout: This unit moves 8" when using Run or Assault actions, and it receives +1 dice to shooting when using Walk actions.

Sentry: This unit has the Scout rule, it may only use Hold actions, it does not have any close combat attacks and it automatically passes all morale tests.



Jotunn Heavy Hailstorm Cannon, by Paul Scott

Hrud / Space Rats by Tanuzzo

Name	Size	Quality	Equipment	Special Rules	Upgrades	Cost
Night Spawnlord	1*	3+	Heavy Flamer, Power Fist	Fearless, Hero, Master of Night, Tough	-	70pts
Night Spawn	1*	4+	Heavy Flamer, Power Fist	Fearless, Hero, Tough	-	40pts
Night Crawlers	10**	5+	Carbines	Fast, Pack	A	100pts
Stalkers	10**	5+	Pistols, Hand Weapons	Fast, Pack	A	110pts
Scourgers	5**	5+	Meltaguns	Fast, Pack	A	95pts
Gougers	5**	5+	Power Fists	Fast, Pack	A	65pts
Nightmares	5**	4+	Flamers, Power Weapons	Fast, Pack	A	125pts
Predators	5**	4+	Carbines, Hand Weapons	Fast, Pack, Scout	A, B	105pts
Ravenous Horde	10**	6+	Hand Weapons	Fast, Fearless	-	60pts
Shredders	3**	5+	Linked Power Fists	Fast, Fearless, Tough	-	70pts
Blaster	1***	5+	Heavy Flamer (Torrent)	Armor(1), Pack	C	25pts
Night Terror	1*	4+	2x Dreadnought Fist	Fearless, Monster, Tough	-	60pts
Driller	1*	4+	Drill (+2D6 hits when using Ram)	Armor(1), From Below!	-	55pts
Tunneller	1*	4+	2x Linked Heavy Flamer, Meltagun, Drill (+2D6 hits when using Ram)	Armor(3), From Below!, Transport Vehicle(11)	-	180pts

A

Take one or Replace Hand Weapon:

Flamer	+5pts
Hand Weapon	+5pts
Power Weapon	+10pts
Power Fist	+15pts

B

Replace Carbine:

Sniper Rifle (Scoped)	+25pts

C

Replace Heavy Flamer:

Multi-Melta	+10pts

Army Special Rules

From Below!: This model may enter the game via Deep Strike, and you may place its marker even on top of enemy models. After rolling for scatter, any unit within 3" of the marker takes as many hits as models in it (vehicles and walkers count as being hit in the side). Resolve the hits as if they were shooting attacks, and place any surviving models within 2" of the Deep Striking model.

Master of the Night: This unit is deployed with a marker next to it, and as long as it has a marker it may not be targeted in any way. Enemy units within 18" and with line of sight may try to reveal it at any point of a Hold or Walk action. Roll one die, on a 4+ the marker is removed and the unit may be targeted again. If the unit moves out of line of sight of any enemies, you may place a marker next to it again. If the unit shoots or assaults, it is immediately revealed.

Pack: This unit may re-roll failed morale tests when within 6" of any friendly non-vehicle unit.

Veer-Myn Night Spawn, by Christian Schlumpberger

Deadzone Marauders, by Boris Samec

Those Who Are About to Die:

An appreciation of the units of the Deadzone

By Peter Bogdasarian

Introduction

The following write up reflects my analysis of the four released factions' units for Deadzone. It is, of course, the opinions of one guy on the internet and reasonable people will differ as to some of these details.

Marauders

Deadzone actually does a pretty good job of making Marauders feel like the commando force they are supposed to be. Marauders have great leadership and strong reserves of command points and should be using these to get extra actions and maneuver to better locations. Like most commando forces, they're a bit weak when punched in the face and will find dealing with enemy power armor (Forge Guard/Peacekeepers) quite difficult.

Missions: The Marauders have a pretty good set of missions. Every mission except Covert Ops awards points for kills, which means they can pretty much always score 13+ points for larger missions. Half of their missions revolve around the objective points, so be ready to contest at least one point to keep them back. The Marauders also have two Survive missions (Steady Lads & Covert Ops) and a scour mission which awards 2 vp per item AND gives points for

kills.

Enemy Missions: With their (potentially) large number of leaders, Marauders do not like facing assassinate/decapitation missions.

Leaders

Commando Captain: In my opinion, the Commando Captain is the bedrock of the Marauders. His stats are pretty lousy (6+/6+/4+) but that doesn't matter – what you want is his command (3/2). Many DZ commanders present a choice between sitting & taking command actions and actually going out and doing what needs to be done – with the Commando Captain, you'll never feel tempted into putting him on the front line. Couple this with the Marauder's excessive enthusiasm for stockpiling command points and he can deliver a lot of value, even if that extra point of command looks very expensive when you compare him stat for stat with a Rebel Commander.

Commando Sergeant: If the Commando Sergeant had a 2/2 command, he'd be a legitimate second option for leading a Marauder squad, but since he's only a 2/1 (the equal of a regular Commando!), he isn't. His primary value adds are cheap command points with modest melee capability – Fight 4+ and Brawler is nice, but without AP or Tough, he's at a real disadvantage against dedicated CC units. If you have an aversion to the Mauler then I guess he's out there.

Ripper Suit "Mauler": The Ripper suit shows what I was talking about up above with the Commando Captain - you won't want to use a model with this stat line for command actions, but will be grateful to donate another two command points to your captain's efforts. The Ripper Suit looks great in CC with Fight 4+ and the choice of two good weapons, but it is missing Tough and thus will be at a disadvantage when fighting Teratons and Plague Swarms. It is also more vulnerable to head shots from marksmen/ snipers.

Marauders, Marauder Warlord, and Raptor, by Grant Mahoney

Marauder Warlord: The fourth (!) leader option for the Marauders, the warlord feels like a model in search of a niche. His CC ability is about the equal of a Mauler (Fight 3+ is close to the same as Brawler with average dice), paired with AP1 and Tough. He also comes with a 2/2 command, but at his point investment, you'll want him doing things other than commanding and it can be very

dangerous to have your Commander on the front lines.

Specialists

Goblin Sniper: The Goblin Sniper is a great model… until someone shoots back at it. Deliberate is less of a disadvantage here than in other armies, thanks to the large number of command points in the Marauder force. When firing, you should be able to hit a target very hard (5-8 dice, depending on whether you can gain elevation and get a clear shot), but will die if breathed upon. At Survive 6+ and Armor 0, the Goblin Sniper is one of the few models which can reliably killed by an ordinary model rolling just 3 dice against it.

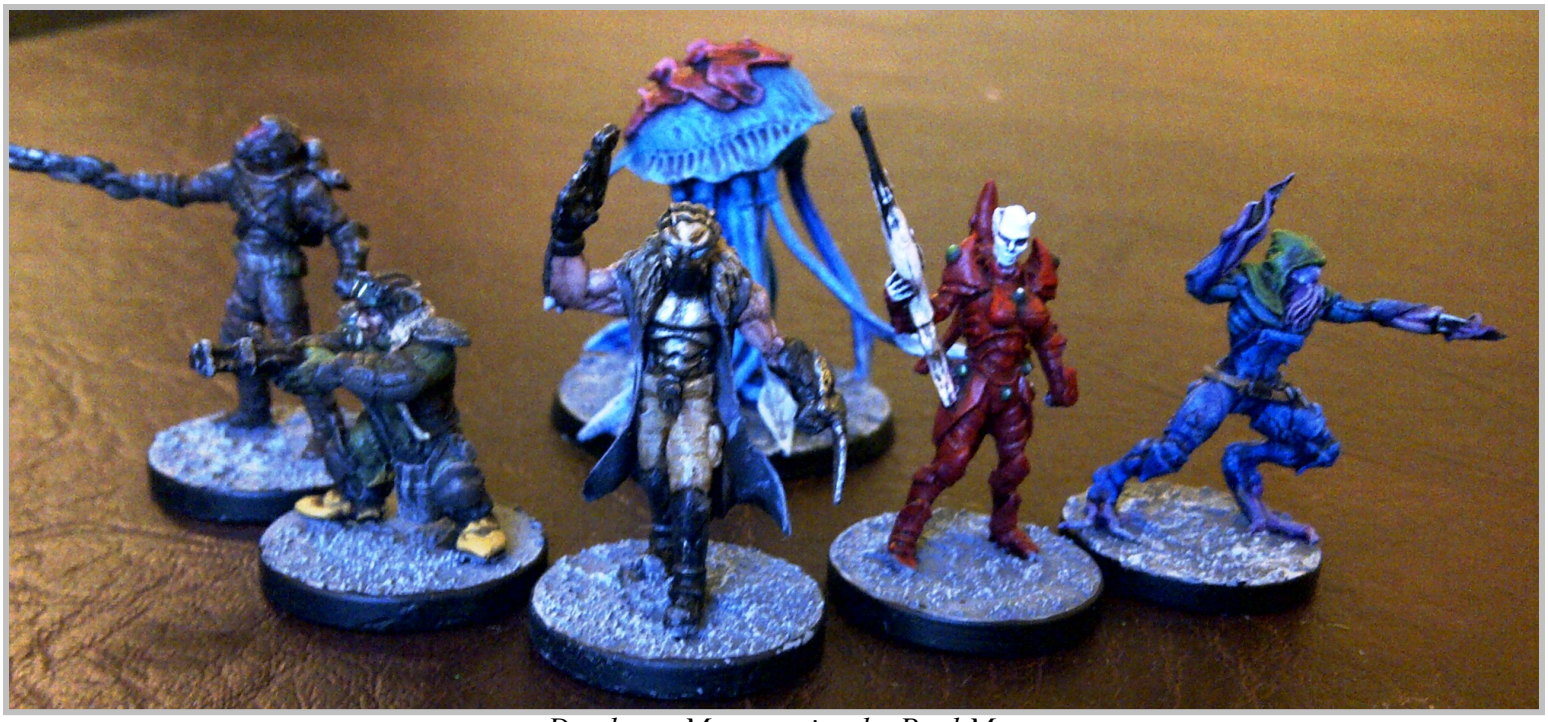
Mawbeast Bomber: I prefer standard Mawbeasts (see below), but if you like to max out the aggro and get them killed in hostile territory, they can pay out. Heaven help you if one gets plugged in your deployment zone on turn one.

Commando Pyro: The flamethrower rolls only 3 dice to Blaze Away and Rapid Fire means it engages Enraged models down a die on the test to hit, so it's ultimately not the antidote to close combat rushers it initially seems to be. Remember that fire tests come with a +1 damage, so it actually has some chance to kill models with 2 levels of armor/toughness, but overall the weaknesses outweigh the strengths here.

Rainmaker: This is a model for gamblers and I'll confess, I don't like to gamble with my models. Either you set the Rainmaker up well away from friendly models or you risk a 25% of something terrible happening (firing it from a constricted deployment zone on turn 1 before you've scattered is suicidal – the opponent's only decision is which weapon will make you the most miserable). With just AP3 and no toughness, it won't trade very well with Forge Guards or (presumably) Peacekeeper armor, so it's not a panacea for hard targets.

Goblin Guntrack (Frag): Now that Massive Frag and Indirect no longer combine for a

Gobboraider, by Marcel Popik



Deadzone Mercenaries, by Paul M.

turn 1 victory, the guntrack is no longer a threat to players' sanity. How well it works depends on who you are facing – Enforcers won't be able to set up a defensive wall if they're getting shelled, while Plague will run inside your minimum range on turn one and never give it another thought. Honestly, if you like playing Deadzone then you should probably pretend this model doesn't exist for now – it is simply unsuited to playing on a 2'x2' table.

Goblin Guntrack (HEW): One of many deliberate, high AP Marauder weapons, the guntrack may actually be worth a second look in some situations. Its main disadvantage is elevated enemies with a decent AP – the guntrack will be firing back at three dice to four and, due to its size, will probably face clear shots as return fire, which will rapidly eat through its four vehicle points and Survive 6+.

Marauder Hulk: So what if we take an HEW guntrack, remove the vehicle part, add the cost of a whole other model to it, then give it Tough and a better survive stat? The Hulk is basically the Marauder answer to Peacekeeper/Forge Guard armor, at about twice the height. As we've discussed above, deliberate is less of a disadvantage in this army, thanks to command points, but the Hulk does come with another weakness – Support and a Fight of 6+ means he won't be happy if a Swarm or Teraton reaches him. He's probably more useful at 100 points than 70, where there will be more power armor for him to shoot at.

Troopers

Commando: The commando is a workman-like model, with no real weaknesses and no real expertise. Commandos can come into their own if you buy them ammo (1 pt, +2 dice to a Blaze Away) at set up – a couple 5 dice Blaze Away attacks in the early going can help set up Mawbeast charges and ruin

Deadzone Rebs, by Boris Samec

heavy weapons' day.

Mawbeasts: If the Goblin Sniper is an expendable ranged missile, then the Mawbeast is its CC equivalent. Fast and a Fight 3+ stat with AP1 tells you all you need to know about it. Get them Enraged as soon as possible and then hunt enemy units. Don't waste it in a scrum in the middle with their HtH specialists; Instead break into the backfield and take down heavy weapons, snipers and commanders or use it to take objectives quickly for a fast win.

Rebels

The Rebels show what happens when some of the best models in the game are fielded with the worst mission deck and mediocre leadership. In Code 13 games, the 2/2 of the Rebel Commander can become stifling, forcing you to concede moving first to the enemy for the duration of the game (unless you would like to field two Teratons!).

Mission Deck: The Rebels have the worst mission deck of the four factions. The Good Stuff is such a terrible mission that if you don't draw it, you may wish to not mulligan just so there's no risk of drawing into it.

Meanwhile, scour works at cross purposes with survive and infiltrate missions, because models evacuated for scour count as dead, it can make it much easier to break your army completely in these situations. When facing Rebels, keep in mind that they don't care about the objective points at all, so concentrate on killing them and using up/ destroying whatever items you may come across.

Leaders

Rebel Commander: The Rebel Commander is the classic example of piling too many options on a single model. With a 2/2, she should be sitting still and handing out command actions, but then you lose the benefit of her sniper rifle, marksman ability and energy shield.

Yndij Sergeant: The Yndij Sergeant has a 75.6% to score one hit with a command action, so he can actually take over some of the duties from the Rebel Commander, but what he can't reliably do is to reactivate units (~31.6%). Agile is a nice ability, but it can get you into trouble if he gets too close to the enemy and as an 11 point leader with very little armor and a low Survive stat, he can be worth quite a lot of VP to the right enemy mission.

Specialists

Teraton: The Teraton is excellent against both CC and ranged armies, thanks to its great hand to hand skills and teleport. Brawler, Tough and AP2 mean it can holds its own against pretty much anything short of a Gen1 – and you could throw in a weak spot card

Reb Grogan, by Paul M.

against something like a Plague Swarm to qualify for a one shot with Excessive Force. Also keep in mind its one shot grenade launcher and hand flamer are not deliberate weapons, so the Teraton can use them to pin targets before moving in for the kill. The only drawback to the Teraton is its price, but I think you need at least one in any 70+ point Rebel force.

Grogan with Desolator: This is the best 12 point model in the game and, frankly, one of the best models period. An AP3 weapon capable of moving and shooting or aiming and shooting is fantastic and will go a long way towards helping you win the rooftop battle. Tough + Armor 1 is much better than Armor 2 and you've got a decent stat line to win face to face contests. Oh and if you play with Excessive Force then it burns most Tough models to the ground. Take at least one and think about taking two.

Grogan with Onslaught: Buy a Desolator first. Once you've done that, you can think about this model. Firestorm is good and you can throw Humans in to buff it past 5 dice, but with a range of 5, the Onslaught cannon can't sit at the start line and trade shots with the enemy.

TK-Zero Weapon Team: Buy another Grogan with a Desolator instead.

Judwan Medic: Expensive for a limited range of situations (in our games, models are normally dead or alive, with injured status being a quick transition to a final rest).

Kraaw Warrior: You're mostly investing in Scout here. Plays to some mission strengths, but individually a weak model thanks to Survive 6+. Fight 4+ and AP1 isn't bad for jumping line enforcers, but an Assault will clean you out.

Zee Scavenger: For players who are determined to win those pesky Rebel scour missions. Outside of that, he's a dead man walking and will clog up your activation cycle.

Troopers

Rebel Yndij: Agile is a great ability, making it very easy to get around the battle field to snag crates and score clear shots. Against Enforcers, he can also think about melee to tie them up – most other factions will tear up a Fight 5+ model with no AP if it gets too

Deadzone Sorak, by Boris Samec

Deadzone Plague, by Boris Samec

close.

Rebel Sorak: he's got a mediocre stat line so it all comes down to how you value blast + weight of fire. He is mostly an irritation to other factions, but can pay some dividends when placed on overwatch (since blast has a very high chance to pin its target).

Rebel Human: a cheap trooper to get you more specialists and help achieve missions. On the rare occasion when he is called upon to use his gun, he should be joining other models' Blaze Away actions to throw extra dice. Let's just say the Rebellion went looking for alien help because the humans couldn't possibly get it done on their home.

Survey Drone: if you're absolutely committed to blazing away then here is a model which will help that. Everyone else should leave it at home.

Plague

The Plague are all about closing and destroying with the enemy. The Gen2As and Swarms are the primary means for delivering the pain and the rest of the army is really set up to bring this delicious moment about. The army sports a lot of Fast so on any board with a decent amount of terrain it will be very hard for the opponent to get LOS to your models before they arrive in his square, and once there, you should be able to kill most things. Before Excessive Force rolled out to negate Really Tough, I think they were the best faction in the game.

Deadzone Plague, by Grant Mahoney

Missions: The Plague are always trying to do some combination of three things: kill your models (6/8), infiltrate (3/8) and survive (3/8). The last is worth highlighting, especially if they seem to be playing it coy and hanging back – it can be very hard to win against Fight Another Day (2 vp/round) if you are focused on trying to keep a couple Gen2s or Swarms from wrecking your front line.

Enemy Missions: The Plague welcome an opponent who comes to them so objective missions synergize neatly with your army. Since they do not need to bluff with a scour mission, equipment should be picked up and expended or simply destroyed as they cross the board.

Leaders

Gen1A: I hammer the problem of deciding whether to use or lead with one's leader quite a lot in my write ups and the Gen 1A is the perhaps the absolute worst of the set. A 3/3 command is fantastic, but on a slow model who can only fight in hand to hand it creates a serious conundrum about what the piece should be doing. Note too he only has Armor 1 and so is vulnerable to AP3 weapons under the Excessive Force rules.

Gen 3A General: Generals have a 2/2 command, which is ok for 70 points but won't sustain you at 100 (where the Plague are very likely to have more than eight models). Unlike a Gen 1A, it's pretty obvious what he should be doing (commanding). In

100 point games, you can use your Gen 3A to help get the Gen 1A across the table faster – two turns of a command action + move card + move action will put him in CC anywhere but the back row.

Specialists

Plague Teraton: A Regular Teraton with the ranged weapons peeled off and the AP dropped to 1. In exchange, you get Really Tough and are cursed with Knockback (which means enemies won't get tied up in CC and lowers the odds of a successful Move/Fight – Fight – Move/Fight chain). A standard Teraton and the Plague Teraton fight even up, because of the AP difference, and you're giving up a lot of options simply to get back to parity. There is one other potential upside to the Plague Teraton and that's the possibility of drawing an Overactive Metabolism – an Agile Teraton can move 6 squares in a turn (command action to sprint + move card + sprint action + move action) and arrive as a thunderbolt from the heavens.

Plague Swarm: Before Excessive Force, Plague Swarm were incredible, now they're only really, really good. Ap2, Fast and Fight 3+ tells you what they are all about. They murder Enforcers dead and no one will ever want to face them in hand to hand.

Gen 2As: Gen 2As are the classic hand to hand model, with Brawler, Fight 4+ and AP1 to drive the point home. They cede pretty much every advantage to Plague Swarms except in the raw count of dice rolled, but are still a good investment at 10 points and are well worth having.

Plague HMG: A cheap gun who can try to pin targets with weight of fire to set up more favorable CC attacks from your heavy hitters. Can be good if your opponent likes sitting heavy weapons on rooftops. As the only Plague model with a shoot of 5+, it is also your best choice for Acid Breath.

Plague Generation 2, by Nicodemus Sanberg

Plague Boomer: Another Plague attempt to deliver pinned targets for the Gen 2As & Swarms to mulch up. Do note that, unlike a Fusion Gun, his weapon is not deliberate so you can move and pound away with grenades. The AOE effect on his grenades should not be disregarded as it can be very useful for setting up bonus Move/Fights.

Plague Mortar Team: A weaker Goblin mortar track with the same balance issues and general unsuitability for single mat games. Leave it for the 4'x4' tables and stay friends with your opponents.

Troopers

3A: The main benefit to 3As is they are a 1/1 command model. That may sound crazy, but in an army with an excess of -/- models, it is easy for the Plague to overlook this and get eliminated while they still have models on the table. Fast is nice and, coupled with a good mutation, can make a 3A a threat to enemy troopers/mid-range models (especially leaders), but you'll want to keep them away from stuff like Teratons. Try not to shoot it out with the enemy – with a shoot 6+, you'll have a hard time getting results even if you are blazing away.

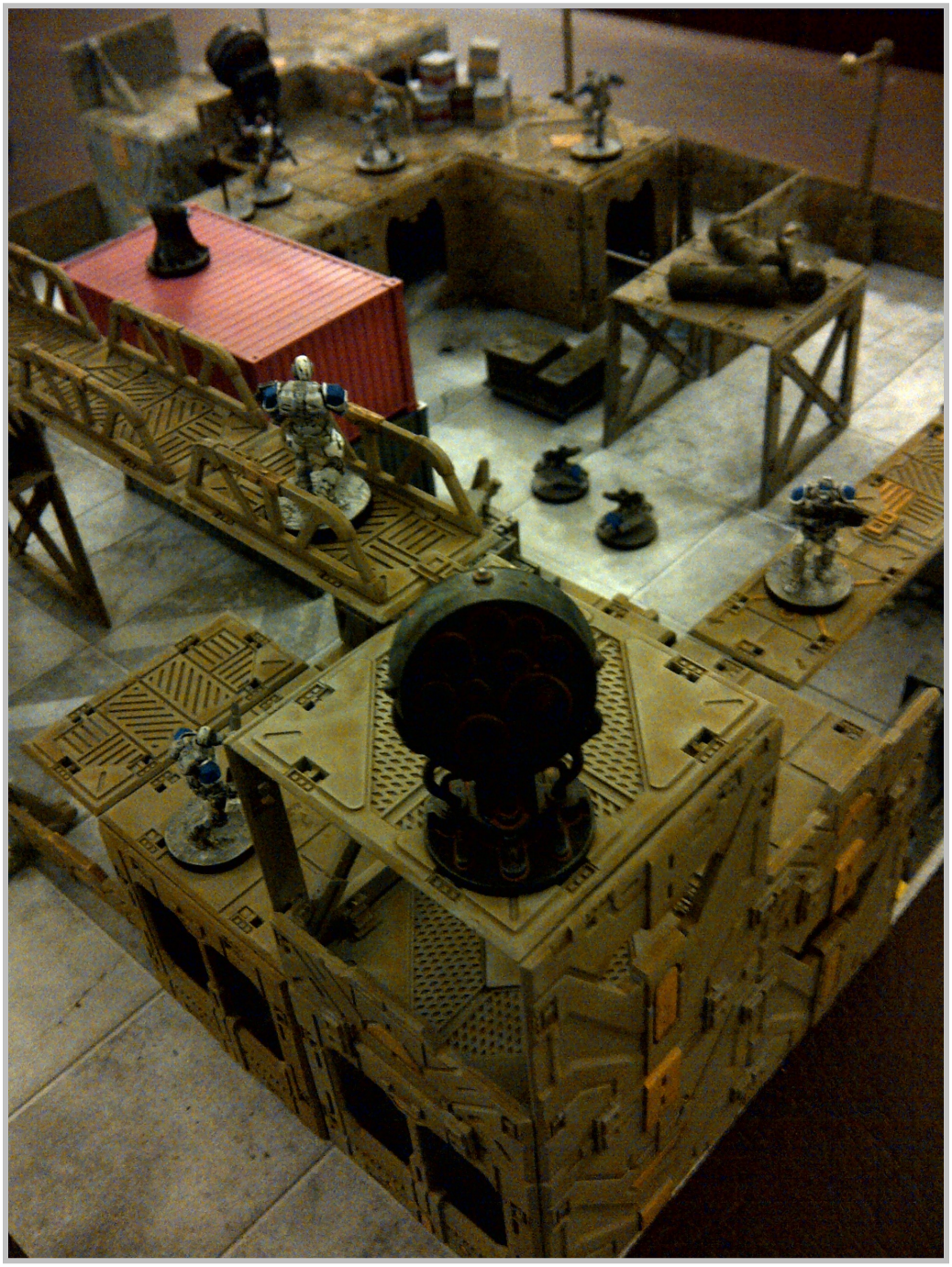
3D: The best feature on the 3D is its mutant status. Why? Because it gives you an option to stick Crippling Spasms or Wasted Muscles on. Outside of being the runts of the litter, Hellhounds can also be good for circling around to snack on heavy weapon models burdened with support – even if you don't

Deadzone Plague, by Grant Mahoney

win, you should be able to tie them up for a bit.

Enforcers

Enforcers are solid troops with good ranged ability who die horribly in hand to hand combat to enemy specialists and in ranged combat to enemy heavy weapons. The challenge to playing Enforcers then is to avoid these two situations. If you're not using the Blaze Away action to stop the enemy's hard hitters, then you're doing something wrong (or there's too much cover to realistically stop their rush, which can be a problem on DZ boards).



Deadzone Enforcers, by Paul M.

Enforcer models are so expensive that they are the one faction in the original release which can realistically leave a leader at home. A 2/1 specialist will be more than enough to activate your whole squad in two cycles and retain the initiative. You'll give up the command actions by doing this, but it may be something to think seriously about (Sarge only gets two command points and then is done anyway).

Enforcer Mission Deck: Like the Rebels, the Enforcers are cursed with a mission deck which hates them. Five of their eight missions push them out of their deployment zone and closer to perishing in melee – this is made worse by their low number of models, which makes it difficult for them to spread out and take multiple objectives. The good news is that, unlike the Rebels, they have no one obviously awful mission, so it's easy to mulligan one of these away and redraw to try and get Purge (which is pretty

Enforcer Engineer and Sentry Gun, by Christian Schlumpberger

much where they shine).

Leaders

Captain in Peacekeeper Armor: To date, this is the single most expensive model in the game and I find it almost impossible to understand when fielding this guy is a good idea. Armor 2 and Tough doesn't go very far against heavy weapons (a missile launcher or HEW will do straight damage, converting you to dead in two successes) and Fight 5+ means he's easily taken down in melee by a heavy hitter. Given how expensive Enforcers are, you don't need 3/3 to field a large squad and you certainly can't afford to sit around and take 6d command tests with a 29 point model. This suggests his best bet is blazing away with an AP1 Firestorm and I would agree it's a great combo, but not 29 points worth of great. I'll be interested to revisit Peacekeeper armor once we get line Enforcers who aren't grossly overpaying for command – if the Forge Guard are anything to go by, there could be some tasty possibilities in the 18-20 point range.

Enforcer Sergeant: If you like taking command actions (and a great many Enforcer weapons are Deliberate), then this is what you have to work with. The Sergeant has an otherwise unremarkable stat line – the AP2 gauntlet may look intriguing, but with a Fight of 5+ and no Brawler, he'll get into trouble against most competent HtH opponents. With just two command points, you won't get many rolls to activate models, so use those points well – they should only be used to remove enemy models or prevent the other guy from scoring an objective.

Specialists

Sniper: My favorite Enforcer model and the backbone of my squads. The Sniper is the best killer in the game outside of the special characters. Get him elevated and he can roll up to eight dice on targets. Also, keep in mind the pistol on his belt and the fact that sniper attaches to the model and not the weapon – this gives him a move & fire option which can deal out some devastating clear shots (he can also get mean and still fire the pistol at long range out to 6 squares, which can come as a rude shock to an opponent who thought pinning him took care of the problem). I've seen him kill anything and everything in the game, from Forge Guard to

Teratons to a Gen1A. The Sniper is also one of the few models which can be fun on Overwatch – since he's deliberate anyway, he can sit back, wait for the enemy to move into his LOS and deliver a devastating first strike to a careless model.

Missile Launcher: Before Excessive Force, this model was worthless. Now, I think it may have a niche in 100 point games. He wants to be elevated and needs command/move actions to get him LOS, making him very needy, but he does give you a long ranged punch against Force Guard, Grogans and other models which blast straight through your armor.

Fusion Gun: Short range frag explosions with a decent shoot stat but burdened with Deliberate, which makes it hard to use effectively. If your opponent likes to run a lot of troopers then perhaps he could find something to do – otherwise I'm not impressed. Loses extra points for being the only Enforcer specialist who doesn't carry a pistol.

Medic: In my experience, Enforcers either die in hand-to-hand or from getting hit by heavy weapons. I can't see a world in which spending 13 points on a medic is worth it. Find something better to do with your points.

Enforcer Engineer, by Paul M.

Incinerator: An Enforcer who wants to get close to the enemy with a Fight 6+ stat and a weapon which only rolls a three die Blaze Away test. No, this is not a good idea and you should not field this.

Burst Laser: Firestorm and Range 8 isn't bad, but he has every other disadvantage invented (support, deliberate, rapid fire) to help cancel it out. If his weapon was AP1 then I might consider him, but when line Enforcers have Weight of Fire, he doesn't

do it for me.

Thermal Rifle: Before Excessive Force, this was not very good (see the Incinerator for why), but now it is intriguing. Being able to move + fire for a clear shot with straight successes as damage against Gen2As and Swarms has merit, especially when it is married to a shoot 4+.

Enforcer Engineer: An interesting idea, but with sentry guns costing 5 points each and overwatch being of no utility for stopping hand to hand models (who rarely stop in LOS as they dart from cover to cover), I haven't fallen in love. He may be more interesting at 100 points, where a sentry gun can be laid down early to win the rooftop battle before the Engineer pads off into the night to blaze away at those who need it most.

Troopers

Enforcer: The best trooper in the first four factions, although struck by feelings of inferiority once Cyphers and Brokkrs came along. Weight of Fire is his best advantage (especially if you attack an elevated target from a lower level so they count as having cover). Enforcers normally die from heavy weapons (Grogans are their natural enemies) and in hand to hand. Pretty much any special character butchers Enforcers, due to the excessive amount of AP those models tend to sport (Oberon can pretty much wipe out an Enforcer squad by himself).

Enforcer Defender: Armor 3 against ranged attacks may sound intriguing, but when you realize his weapon has range 2 and his fight is 6+, well, you can see how this model meets its doom.

Assault Enforcer: In the country of the blind, the one-eyed man is king. The assault enforcer is a thoroughly mediocre hand-to-hand model who stands out because he's the only one in his faction who can occasionally win a fight against a stage 3D. Any serious opponent (Mauler, Swarm, Teraton) will convert him to an stain in one roll, so you're basically spending 10 points to kill models worth 3-6 points. At least he's better than in the Alpha, when he lacked Brawler and was better off shooting himself in the head with his pistol than trying to do anything in hand-to-hand.▪

Plague Third Generation, by Matt Gilbert

Marauder, by Marcel Popik

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